

LOVECRAFTIAN^{v1.0c}

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
www.Dungeon-World.com

AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- Why are you searching for the God in the Pit?
- What do you hope to gain?
- How did you learn of the Fellowship of the Pit? The location underground of the Temple of the Pit?
- What reason do you have to hate or fear the Cthulhu Mythos?
- What experience do you have hunting monsters?

IMPRESSIONS

- The dark tunnels beneath the town
- The strange ruins of unknown architecture
- Twisted glowing fungus before unseen
- Eerie chanting
- Luminous eyes peering from dark alcoves
- The howl of a sacrificial victim
- Defaced statutes of twisted monsters
- A cloud of bats soars in the cavern above



GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

“Religion is still useful among the herd - that it helps their orderly conduct as nothing else could. The crude human animal is in-eradicably superstitious, and there is every biological reason why they should be. Take away his Christian god and saints, and he will worship something else...”

— H.P. Lovecraft

CUSTOM MOVES

If the cultists attempt to throw you into the Gibbering Ooze Pit ROLL +DEX:

On a 10+ you throw a cultist in instead and break free

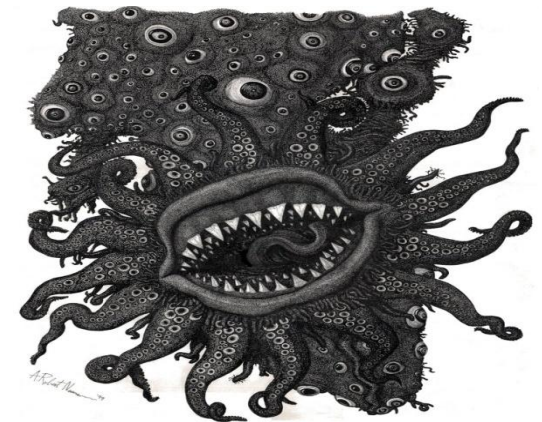
On 7-9 you grab a ledge and do not fall all the way into the Ooze Pit

You fall in and take 1d4d. Is the Gibbering Ooze awake?

LORE

Lovecraftian Horror is a subgenre of horror fiction that emphasizes the cosmic horror of the unknown (and in some cases, unknowable) more than gore or other elements of shock, though these may still be present. It is named after American author H. P. Lovecraft (1890 – 1937). -Wikipedia

Lovecraftian said of a creature, it means something that merely knowing it exists can wear away at ones sanity, and seeing it can be even worse. Such creatures are usually older than humanity, from another planet or dimension, or both. They are not, in the classical sense, evil, but view humans as humans view ants. Stereotypical Lovecraftian creatures are slimy with lots of tentacles. -Urban Dictionary



THINGS

Hand of Glory (Weight 1)

The Hand of Glory is the dried and pickled hand of a man who has been hanged, often specified as being the left (Latin: sinister) hand, or, if the man were hanged for murder, the hand that "did the deed." Old European beliefs attribute great powers to a Hand of Glory combined with a candle made from fat from the corpse of the same malefactor who died on the gallows. When the fingers of the Hand close around the proper candle (see above) and the candle is lit, the Hand has the following powers:

- Any normally locked door, gate, portal, safe, etc. in the candle light unlocks itself.
- When the wielder utters an incantation (usually given as "Let all those who should be asleep be asleep, and let those who should be awake be awake.") the Hand will cast a Sleep spell as if it was a wizard of the wielder's level. If the wielder's wizard level would be too low then the power may not be used.
- The candle flares up blue in the presence of secret doors, buried treasure, etc. and its light reveals any invisible creature or item.

Pickman's Ring

Owner is cursed and may not remove ring once it is placed on his or her hand. Owner may converse and parlay with all forms of ghouls who will not attack and offer owner and his or her party aid and advice. If owner fails Last Breath roll his or her corpse will arise as an undead monster (GM's Choice, usually powerful ghoul) that will attempt to track down and consume the party. Owner is immune to any ghoul special attacks or fear spells. The owner will start eating insects and need no other form of nutrition as long as these are present when camp is made.

Visit the Cats of Tindalos

(<http://catsoftindalos.blogspot.com/>)

Monsters

Ooze Cultist

Horde, Intelligent

Dagger (1d4 damage)

Close, Near

3 HP

A member of the Cult of the Gibbering Ooze!

Gibbering Ooze

Solitary, Terrifying, Amorphous

Countless jaws (d10+2 damage 1 piercing)

Ignores Armor

15 HP, 1 Armor

Special Qualities: Gibbering causes -1 on all rolls, Immune to normal weapons, Vulnerable to fire. Will retreat to heal if damaged by ordinary means and drops to zero HP. Fire damage to zero HP will destroy it forever, If gibbering is somehow deciphered message usually useful. (Example: "Only fire will end me; please send me.")

A Gibbering Ooze is a horrible hybrid of a Black Pudding, Shoggoth and Gibbering Moulder. It resembles a writhing mass of ooze covered with dozens of randomly placed eyes and gibbering mouths, of different sizes and shapes.

Instinct: Consume

Custom Move: When you first see the putrescent mutant mass of flesh, roll+WIS. On a 10+ your mind overcomes the horror in front of you and you may act normally. On a 7-9 choose one:

- You flee from the creature.
- You stand transfixed by its horror.
- You run crazed towards it, weapon swinging indiscriminately.

On a fail choose one of the above and lose one point of Wisdom.



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(Inspired by the works of H.P. Lovecraft & Robert E. Howard)

Lovecraft Ghoul

Group, Intelligent

Claws (w [2d8+2] damage)

Close, Near

10 HP

Lovecraftian Ghouls are usually described as white or green-skinned humanoid hairless creatures with long canine muzzles, pointed ears, and clawed feet that have almost become hooves. They inhabit networks of underground tunnels and crypts, and eat the corpses of dead humans. Despite their favored food and reclusive habits, Ghouls are usually not hostile creatures, and communicate using a "meeping" or gibbering vocalization called Ghoul Speech or Pnathic. Ghouls appear to be a separate species from humans, breeding and living as their own society, but it also seems that some humans can slowly become ghouls, though the exact means are unknown, and the Changeling aspect of some of Pickman's paintings suggests that human and ghoul infants are routinely exchanged, and it might be inferred that, similarly to other aspects of Changeling myths, humans and ghouls might be able to interbreed.

Instinct: Hungers

- Devours the dead

Teenage Witch (Cult Leader) Solitary, Magical, Intelligent

Angry eldritch scream (d10 damage)

Close, Near, Ignores Armor

12 HP

Teenage girl lured into the cult as their "Chosen One" by her anger towards her parents who 'just don't understand". Loves feeding her elders to the Ooze and pretty much hates the rest of the world.

Instinct: To rebel with wit

- Feed the Ooze!
- Make snarky comments
- Resembles Aubrey Plaza's character April Ludgate from the classic sitcom "Parks and Recreation"

"Embrace the dissolving love that is the God of the Pit..."

-Fellowship of the Pit Chant